X Tracing TREMe

CAN YOU TAKE THE PACE?

MANUAL

CREDITS

Alex Amsel : 3D Programming and Game Code

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Richard Whittall : Vast amounts of Graphics, and Chief of Track Designs Ltd.

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Mark Fitt : Additional Code, Editor code, Samples, Eater of Ring Doughnuts

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Simon Speight & Tony Farrell : The Music

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Nigel Critten : Title Rendering

•

Thomas Schwarz: Compression Routines

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Game Design : Alex 'Wolves lost again' Amsel and Richard 'Pounding Musical Score' Whittall

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Thanks to Bullfrog Productions Limited for providing samples of the Magic Carpet Soundtrack.

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REQUIREMENTS

This game requires an AGA Amiga (A1200 or A4000), with at least 2 Mb of Ram. A hard drive is recommended but is not necessary to play the game.

Users with accelerator boards or extra memory will find that the game will adjust its' options to suit your machine.

INSTALLATION

Floppy Disk Users:

Insert Disk 1 into the internal drive and XTreme Racing will load automatically - just follow any on-screen prompts.

Hard Drive Users:

Boot up Workbench as normal, then insert Disk 3 into the internal drive, double click on the disk icon and you will be presented with a window containing an 'Install' Icon. Double Click the 'Install' icon and follow the on-screen instructions.

Users with only 2 Mb of ram may find that the game doesn't work due to insufficient memory. If this happens you should reset the machine and hold down both mouse buttons before to bring up the boot menu. You should then select 'Boot with no start-up sequence'. Once the machine has booted you will be shown a prompt. To run XTreme Racing type :

CD <directory>
XTremeRacing

where <directory> is the location where XTreme Racing was installed.

Note: Please read the ReadMe file on Disk 3 before running the game

FRONT-END MENUS

Once XTR has loaded you will be presented with a range of options. From here you can change your control methods, select multiplayer games, and of course, play the game!

MAIN OPTIONS

The following options are available off this menu:

Select 1-4 Player games

Select Game Mode (see GAME MODES section)

Select Engine Class (difficulty level), from easy to hard

Once the above options have been selected, you are presented with the Player Select screen, where you choose your vehicle and driver.

On Single Race and DeathMatch modes, you are then presented with the Track Select screen, which lets you choose the track to race on - you can cycle through the various tracks and also preview any of them.

SET-UP OPTIONS

Change Controls	-	(see CONTROLS section)
Laps per Race	-	Select the number of laps in a race.
Sound fx	-	Turn in-game sound fx on/off.
Module	-	Select between the various in-game music modules, or turn music off.
Weapons	-	Turn weapon pick-ups on/off (Does not apply to DeathMatch mode).
Human Cars Equal	-	Forces all human player controlled vehicles to have identical handling.
Reset Options	-	Reset all options to the defaults.

CONTROLS

Player	-	Switch between players 1-4 controls.
Controller	-	Switch between Joystick/pad in ports 1 or 2 or Keyboard control type.
Type	-	Change joystick type, switch between 1or 2 button joysticks/pads or CD32 pad.
Auto Accelerate	-	Turn auto accelerate on/off.
Redefine Controls	-	Allows you to customise the default controller positions/key combinations to suite your own tastes.

Note: Certain key combinations are not possible - this is especially evident on 1200s. This results in you not being able to press 2 keys at once. The default key set-ups do not suffer from this, and you will have to experiment with other combinations. This is NOT our fault, it is a hardware problem with 1200s, and to a lesser extent 4000s.

LINK-UP OPTIONS

The Link-Up menu allows you to race up to 8 players, over two computers (maximum of 4 players per computer). The two computers can be linked either with a null-modem cable (standard 3 or 7 wire configuration) or via a modem connection.

Playing the game using a null-modem link-up

Connect the two computers via the serial port, with a null- modem (3 or 7 wire) cable, DO NOT use a standard modem serial cable as they are NOT wired correctly (You can buy a null-modem cable from your local supplier).

After loading the game on both machines (remember you are supposed to own two original copies of the game not one!) select the link-up options menu. You will see the options:

NULL MODEM
DIAL
ANSWER
BAUDRATE
HAND UP
EXIT

You must set the BAUDRATE option so that the value MATCHES on BOTH machines, use a value that works well, the larger the number the faster the information is transmitted, also the faster the baud rate the more prone to errors the link is. Longer cables may generally need slower speeds. If a link-up fails or runs badly try reducing the speed. As a general rule of thumb, use the fastest speed that works with the least problems. We recommend a baud rate of 19200, even on modem games.

After setting the baud rate on both computers, select the NULL MODEM option. If the computers are connected together a link will be established or if there is a problem you will see a message telling you that the link-up failed, in this case check your connections and the baud rates and try again.

Assuming the link was established, exit the link-up menu and select the main options menu and select the number of players you wish to use (each computer has their own number of players!). The Slave/Answer machine must do this first. After this, one machine will select the race whilst the other one waits, then, one machine will select their cars whilst the other waits, and vice-versa. When all options selection is complete, the race will proceed as normal, allowing you to race head-to-head!

If you want to terminate the link-up, select the hang up option from the link-up options menu, both computers will then run independently again.

If any problems occur during the link-up you will be returned to the menus.

Playing a game using a modem

(See "Playing the game using a null-modem link-up" for general information)

Select the Link-up Options menu and set the baud rate as appropriate for your modem (this value does not have to match on both machines). Now decide between you who's going to pay the hefty phone bill! If you are going to call the other computer select the DIAL option and enter the phone number to dial and press return. The modem will then dial the number, meanwhile the person at the other end should select the ANSWER option when they hear the phone ringing. If all goes well you'll receive a 'connection established' message (or an error if not!). You can then proceed with the race as in "Playing the game using a null-modem link-up". The dialler is the person who selects the race in this case.

When you have finished playing use the HANGUP option to terminate the call and the link-up game.

GAME MODES

SINGLE RACE

This mode lets you practice and get used to all the tracks and vehicles. You can select the number of computer controlled vehicles to compete against.

CUPS

This mode lets you race in one of three cups, ranging from easy (Rookie) to hard (XTreme). Each cup comprises of four races - you only qualify for each race by finishing in the top three (multi-player games, automatic-qualification for all players if any one player finishes in the top three). Special secret "bonuses" are available for real winners!!

SEASON

Race in the Silltunna Grand Prix - a season of twelve races. Upgrade car facilities are available in this mode - where you can upgrade engine types, tyres and brakes - plus buy extra points and turbo starts. Cash prizes & bonus cash pick-ups are plentiful on each track, just look out for the spinning coins and finish in the top four.

DEATHMATCH

The ultimate way to play XTreme Racing is not to race at all. Strange, but true. Go and find a few friends, and maybe another computer (as you can connect two Amigas together for up to 8 player mayhem, you know). All go out and buy XTreme Racing because otherwise we won't be able to afford to write any more Amiga games, and select DeathMatch game!.

All you have to do in DeathMatch mode is to kill everyone else. You can do this by shooting them, jumping on them, launching the killer sheep, smashing them off the circuit, and so on. Oh, and try not to hurt too many Lemmings whilst you are at it. They are very nice when you get to know them and even more so when they aren't squashed flat by some nutter.

The game ends when someone has killed either a pre-set amount of other players, or whenever you want it to. Oh, and committing suicide whether purposely or by incredibly bad driving will count against you. So don't do it.

GAME-PLAY INFO

There are various pick-ups spread out on each track - these are in the form of question mark (?) squares that give you a randomly selected, single use weapon/boost. They are activated when you next press the fire button and we will leave you to find out what they all do, be warned however, beware of the killer sheep!

There are also various jump and turbo squares present on each track, and (championship mode only) cash bonuses in the form of spinning coins.

For real hard-core gamers, the sort who finish first all the time even on hard difficulty settings, you will be pleased to learn there are one or two 'secrets' that should keep you on your toes. Practise and they shall present themselves...

Of course, you could always just type in the cheat codes - anyone for sheep racing?

IN-GAME OPTIONS

You can change various options whilst actually playing the game. Simply press the 'ESC' key, or the CD32 Play/Pause button, and a menu will appear. You can then use the joystick or cursor keys to select an option. Selecting the top option will take you onto the next menu.

MAIN OPTIONS

RESUME GAME	-	Return to game. Pressing the 'ESC' key a second time will have the same affect.
EXIT	-	Quit the game without finishing.

Screen Options 1

CAMERA UP/DOWN - Using this option you may raise or lower your view of the track.

HORIZON UP/DOWN - By adjusting the horizon you can often see much more of the track. However, slower machines will be slowed down by over use of this option.

FPS RATE (xx) - The number in brackets is the current frame rate. You may restrict the frame rate by clicking on this option.

SCREEN MODE - This option allows you to switch between the standard "blitter" screen mode, or the enhanced "C2P" screen mode (machines with Fast memory only).

Screen Options 2

PIXEL WIDTH - You may adjust the pixel width to either 1 or 2. This is not available on all screen modes.

PIXEL HEIGHT - You may also adjust the pixel height to either 1 or 2. Users with only 2 Mb of ram may find that they can only use 1 pixel height with a smaller screen.

Note: Adjusting the pixel details, changes the overall detail level of the graphics.

SCREEN WIDTH - You may adjust the screen width if you wish. Smaller widths will increase the speed of the game.

SCREEN HEIGHT - You may also adjust the screen height. Again, smaller screen heights will mean the game is faster.

Screen Options 3

BACKGROUND ON/OFF - Turning the background off can increase the speed of the game substantially.

DUST OPTIONS - You may turn the dust off, have it on your car, or on all cars. Having it on all cars obviously looks best, but it may slow the game down on slower machines.

LAP TIMES - The play area can feel a little cramped if you are on a small screen, so you may turn the lap time information off if you wish.

DITHERING ON/OFF - On some screen modes the pixels may look a little blocky. By turning dithering on the game may look better, especially on a TV.

CAMERA OPTIONS

Just for you we added a camera which you can use to watch your opponents, usually just before you shoot a homing missile at them. The camera can be placed directly on a car or, in tracking mode, the view will come from various cameras on the track itself. If the camera is actually on the car then you may use the Zoom and Rotate functions as well. One of the most useful things about the camera is that you may use it as a reverse view. To enable this to be set up quickly simply turn the camera on, and press fire while Zoom or Rotate is selected. You may need to press Fire a second time. The method can also be used to reset the camera to its normal position quickly.

Note: Camera options are not available on 4 player mode.

CAMERA SWITCH - Clicking here will cycle through the available camera modes, or turn it off.

ROTATE CAMERA - Rotate the camera left or right.

ZOOM CAMERA - Zoom the camera towards or away from the car.

NEXT/PREV CAR - From here, you can select whichever car you want the camera to focus on.

KEYBOARD SHORT-CUTS

F1 - Camera - Focus on previous car.
F2 - Camera - Focus on next car.
F3 - Switch between No Camera/Fixed Camera/Tracking Camera Modes.
F4 - Turn the background On/Off.
F5 - Switch between Blitter/C2P Screen Modes.
F6 - Change Screen Height.
F7 - Car Camera Down.
F8 - Car Camera Up.
F9 - Horizon Down.
F10 - Horizon up.

-/+ - Change screen width.

Del - 1/2 pixel widths.
Help - 1/2 pixel heights.

Cursor Keys - Rotate/Zoom camera.

SO MANY OPTIONS, WHAT DO I DO?

As you can see, by altering various options you can speed up the game, or increase the detail level and slow the game down. Since we have written this game to work well on a huge variety of machines we will simply leave it up to you to chose the options that suit you best. A different set of options will be stored for every possible screen height and combination of players on-screen. At first it may take a few minutes to set up, but after this you can save the screen options from the main menu, thus you never need to touch them every again! We recommend that you simply set these options up once when you first play the game.

SILLTUNNA SOFTWARE?

Who are they? And where did that silly name come from?

We are.....

Alex Amsel - 'Specialist Amiga programmer with Attitude', or at least that's what my business card says. In reality, I'm a complete nutter Industrial music freak and also a mad Wolves fan. In fact, this game was written beneath a back drop of managers being sacked, and much Banks' drinking by me and everyone I know in Wolverhampton.

Richard Whittall - The man with the 'static' fingers - let him near your electrical equipment at your peril! Has been know to do large amounts of graphics, game design and the odd-bit of playtesting - a founder member (along with Mark Fitt) of the 'Anti-Wolves' club. Responsible for all the 'gory' bits too!

Mark Fitt - A mad cockney who can't understand our intelligent Midland accents. Mind you, we can't understand him either. Communication is difficult, but goes some thing like' I8er doodz, ttyl m8ey, doughnut doughnut.' A prize for anyone who can understand this programmer and part-time musician.

'Silltunna' is Swedish for 'Barrel for Herrings', or something along those lines. And no, you can't ask why!

We are always on the look out for any programmers or artists, especially people with experience with 3D, and if you have something to show us on the Amiga or PC then send it to :

(Demos)
Alex Amsel
Silltunna Software
The Grange Stables
Radway
WARKS
CV35 0UE

Tel : 01295 678 173

Email : alex@teeth.demon.co.uk (email is preferred incidentally)

All work will be treated in strictest confidence and we virtually guarantee a reply. Be warned, we tend to be very honest so don't send any sub standard work!

Started at the end of July 1995 and finished in November 1995 this must be one of the quickest games of its type written in recent years. We have had almost no days off in that time and so are probably enjoying a holiday in deepest Birmingham at this very moment. We hope you enjoy what we have worked so hard to produce.

Please don't pirate this game, or we simply won't be able to work on the Amiga any more and besides, we won't send you a Christmas card, so there. We would like to thank many people who have aided in completing this game, but special thanks go to :

Black Magic	-	And Mark Sibly in particular for allowing us to release this game under the excellent Black Magic label. We strongly suggest you go out and buy Gloom Deluxe, Guardian & Blitz Basic immediately. What are you waiting for?!
Ted Bailey	-	What can we say Ted? Tester Extraordinaire. All round Northerner.
Peter McGavin	-	The best c2p routines in existence.
Juergen Fischer	-	For proving that c2p doesn't have to be slow on all machines.

All our testers : Greebo, Simon Speight, Nigel Critten, Gareth Tickner, Ralph B.

Claire Hill	-	For keeping Rich sane(ish).
Dominic Bowen	-	For the excellent Logo Design.
Steffan Hauser	-	Keep up the good work.
ID Software	-	In the vain hope that we can do the Amiga Quake conversion.

Everyone on comp.sys.amiga.games/misc, and yes, even everyone on IRC !

Also thanks to:
Becci, Phil Darryl, Tara Mawby, Mike & Sandra, Nick Curtis et al, everyone I knew from Exeter, Anil Reddy, Ash Hogg, Louise & Ali, Louisa, Sally & John, and everyone involved with Wolves or the Amiga (except for pirates).

and...Finally!...

Special thanks to all our families who helped support us while developing XTreme.

This is dedicated to the late Frederick Davies, who is dearly missed.

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